

OATH OF M'LADY

Paladins who have sworn to M'Lady walk a difficult path. They are beset on all sides by those who oppose logic and reason. They must defend those who cannot defend themselves, often with no thanks for reward. They must bear the burden of rarely finding intellectual equals. These stalwarts find solace in carrying out their sworn duty: allowing femininity to exist in ignorance of the harshness of the world. Armed only with sharp blades and sharp brains, they operate unseen to protect those that don't know they need protection.

TENETS OF M'LADY

Defend M'Lady. M'Lady is not a diety or a person, so much as an ideal. You have sworn yourself to protect beautiful expressions of femininity from that which would destroy it. In addition, you may not harm a female creature with an intellect that you deem similar to your own.

Enlightenment. Rational thought will always prevail. Spread your knowledge to those unfortunate enough to deny logic.

Inner Beauty. Physical appearances are only skin-deep, but a beautiful mind is infinite.

Chastity. Pleasures of the flesh are below you. Such frivolities only distract from greater purposes.

KATANA PROFICIENCY

As a Sworn of M'Lady, you have spent years studying the blade. You gain proficiency with a weapon called a katana. Katanas share the same stats as a longsword, but have the Finesse property. Also, katanas can be used as a holy symbol to cast Paladin spells.

ENLIGHTENED MIND

Real soldiers don't use armor, but instead their intelligence. Your superiour intellect allows you to predict and anticipate enemy attacks. While you are not wearing any armor, your Armor Class equals 13 + your Intelligence modifier. You can use a shield and still gain this benefit.

SHARPENED MIND

The greatest weapon available to you is not your brawn, but your brain. You learn the cantrip *vicious mockery*. Also, you use Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

BEAUTIFUL MIND

Superficial aesthetics only detract from your crebral capabilities. Every paladin feature that uses your Charisma modifier instead uses your Intelligence modifier. If your Charmisa modifier is greater than zero, subtract your Charisma modifier for these features.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF M'LADY SPELLS

Paladin Level	Spells
3rd	<i>goodberry, fog cloud</i>
5th	<i>calm emotions, misty step</i>
8th	<i>stinking cloud, dispel magic</i>
13th	<i>Evard's black tentacles, confusion</i>
17th	<i>heroes' feast, scrying</i>

CHANNEL DIVINITY

Nothing Personnel. You can use your Channel Divinity to deal a devastating blow. As an action, you teleport behind an enemy within 60 feet of you and make an attack roll. This attack has advantage, and deals additional psychic damage equal to 5 + your Paladin level.

Turn the Unthinking. As an action, you make a rational argument for or against some position or action, using your Channel Divinity. Each creature within 30 feet of you must make an Intelligence saving throw. If the creature fails it's saving throw, it sees the logic of your argument and adopts your opinion. If the creature already agreed with you, it is charmed for 1 minute.

If the argument you present is irrational or appeals to emotion in any way, every creature automatically saves.

AURA OF EUPHORIA

Starting at 7th level, when an enemy casts healing spell within 10 feet of you, the creature must make an intelligence saving throw using your spell save DC. If it fails the save, your intellect has overcome the powers of their phony god, and the spell fails.

At 18th level, the range of this aura increases to 30 feet.

SEASONED HARRASSER

Starting at 15th level, you may use your reaction to cast *vicious mockery* when making a melee attack. You may use this feature once per turn.

GO ALL OUT

At 20th level, as an action, you allow yourself to use 100% of your power. A calm sense of determination washes over you, and your katana radiants a dark energy that masks your actions. For 1 minute, you gain the following benefits:

- You may teleport up to your speed as part of your movement
- All attacks made against you, as well as spells that target you, are made with disadvantage.
- You have advantage on all saving throws

Once you use this feature, you can't use it again until you finish a long rest.